

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fglsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
kIsOnHeap	kOverwrite	
@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[[@]
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistancetoPrimitive	Is	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[[@]	

TParticle	
fPdgCode	fVx
fStatusCode	fVy
fMother[2]	fVz
fDaughter[2]	fVt
fWeight	fPolarTheta
fCalcMass	fPolarPhi
fPx	fParticlePDG
fPy	fglsA
fPz	
fE	
@~TParticle	P
TParticle	Pt
TParticle	Energy
TParticle	Eta
TParticle	Phi
GetStatusCode	Theta
GetPdgCode	SetFirstMother
GetFirstMother	SetMother
GetMother	SetLastMother
GetSecondMother	SetFirstDaughter
IsPrimary	SetDaughter
GetFirstDaughter	SetLastDaughter
GetDaughter	SetCalcMass
GetLastDaughter	SetPolarisation
GetCalcMass	SetPolarisation
GetMass	SetStatusCode
GetNDaughters	SetWeight
GetWeight	SetMomentum
GetPolarisation	SetMomentum
GetPDG	SetProductionVertex
Beauty	SetProductionVertex
Charm	Paint
Strangeness	Print
Momentum	Sizeof3D
ProductionVertex	DistancetoPrimitive
Vx	ExecuteEvent
Vy	GetName
Vz	GetTitle
T	Class
R	Class_Name
Rho	IsA
Px	ShowMembers
Py	Streamer
Pz	

TAttLine	
fLineColor	fglsA
fLineStyle	
fLineWidth	
@~TAttLine	SetLineAttributes
TAttLine	SetLineColor
TAttLine	SetLineStyle
Copy	SetLineWidth
DistancetoLine	Class
GetLineColor	Class_Name
GetLineStyle	IsA
GetLineWidth	ShowMembers
Modify	Streamer
ResetAttLine	StreamerNVirtual